NES-SS-USA

SUPER CARS

INSTRUCTION BOOKLET

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Thank you for selecting "SUPER CARS," the exciting new game from ELECTRO BRAIN CORP.

Please read this instruction booklet carefully to familiarize yourself with the general play of the game, as well as the proper handling of your new game pak. Then keep this instruction booklet handy to use as a reference guide.

PRECAUTIONS

1) **Do not touch the game pak's terminal connectors. Keep them free of dust and moisture.**

2) **Store your game pak at room temperature. Avoid extremely hot or cold temperatures.**

3) **Do not clean with paint thinner, benzene, alcohol, or other such solvents.**

4) **Avoid subjecting your game pak to shock. Never attempt to open or dismantle it.**

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SUPER CARS

GAMEPLAY

The aim of the game is to complete a season of nine races, winning as many as possible, and making as much money as you can. The races take place on circuits made up of tortuous bends, straights, tunnels and bridges. Winning a race will give you twenty thousand dollars, second place will give you ten thousand, and third place will give you five thousand dollars. You must finish in the top three, however, because if you don't, the game will end and you'll have to start again. Completing a season of nine races will increase your bank balance by 75,000 dollars, and move you up to the next level of difficulty.

In each season of nine races, the tracks can be completed in any order although they do get progressively more difficult, so at first it's advisable to do them in the set order. As you become better and win more money, you will be able to afford a car that will be faster, but which will be more difficult to handle. The number of hazards such as oil slicks, and opponents will also increase according to the level of difficulty.

LEVEL CODES

Should you complete a level, you will be given a code which will enable you to start your next game on the higher level of difficulty. On first loading the game, you will be given the opportunity to enter the code, which will also give you a better car.

DAMAGE

During the race, four meters at the bottom of the screen will indicate the condition of your car. The four are Tires, Engine, Fuel and Body condition. If any of the four reach zero, then your car is destroyed and the game will be over. Tires are damaged by skidding, and the body and engine by banging into other cars and walls. The fuel will diminish as you race, and the engine and body damage meter will diminish when you are traveling at top speed.

Control

Accelerate —	Button B
Turn Left —	Joystick Left
Turn Right —	Joystick Right
Fire Front Missile —	Joystick Up and Button A
Fire Back Missile —	Joystick Down and Button A

MAIN MENU SCREEN

The main screen will allow you to access all of the different menus. The hand pointer is used to select any item. Clicking the pointer on any of the three cars at the bottom of the screen will present you with a screen of information about that particular model. Clicking on the sales office doors will take you to the sale room from which you can buy a new car, providing you have the money, and trade-in value on your existing car. Clicking on the sign pointing to the garage will take you to the garage from which a number of useful additions for your car can be

bought. Clicking on any of the tracks will take you to that particular track for the race. Once a circuit has been completed successfully, for which you must finish in the first three, a tick will appear by that track.

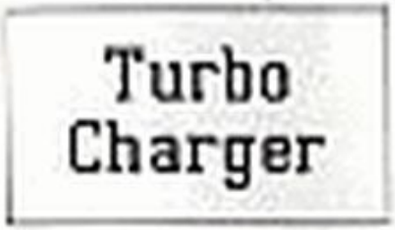
THE GARAGE

Once you reach the garage screen, the amount of money you have remaining is shown in the center of the screen, and a price is shown next to each item. At the bottom of the screen are the four essentials that you will need to attend to after every race, these being your engine, body, fuel and tires. Above these are a number of optional extras.

Power Steering

Essential for decreasing your turning circle and allowing for faster cornering.

Turbo Charger



Use this to increase your acceleration rate. This option is particularly useful when running into patches which slow your car down.

High Speed Kit

Increases your maximum speed—very useful on the long straights.

Retro

Makes fast braking much easier.

Front Missile

You can only buy one of these per race. Fire it when an opponent is directly in front of you to ensure it's a total write off. Once a car is hit, it will flash and spin before disappearing from the race for good. Be careful not to shoot at a car while it is on the ramps for a bridge though, as your missile is more likely to hit the ramp than the car.

Rear Missile

Blow the tail enders away. Again, you are limited to one per race.

Spin Assist

You will need this if your car is thrown into an uncontrollable skid. It will always point your car in the right direction.

Side Armor

Use this to send other vehicles into a spin simply by ramming them.

Once you have either exhausted your budget, or completed your purchase requirements, move the pointer over the exit and click to go back to the main menu screen.

GENERAL PLAYING TIPS

Taking your finger off the fire button while still steering when you corner will have the effect of a handbrake turn.

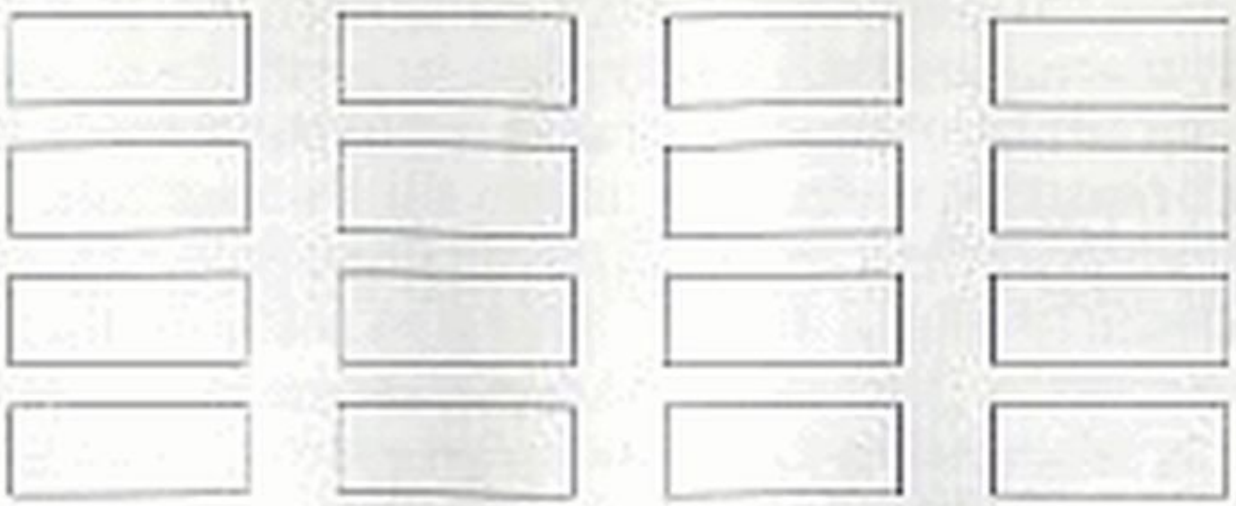
If you are forced to drive through an oil patch, try to hit it straight, as this will allow you more control over your car in the skid.

If you get stuck under a bridge and are unable to tell in which direction you are facing, pressing the SELECT key will highlight your car and allow you to redirect it

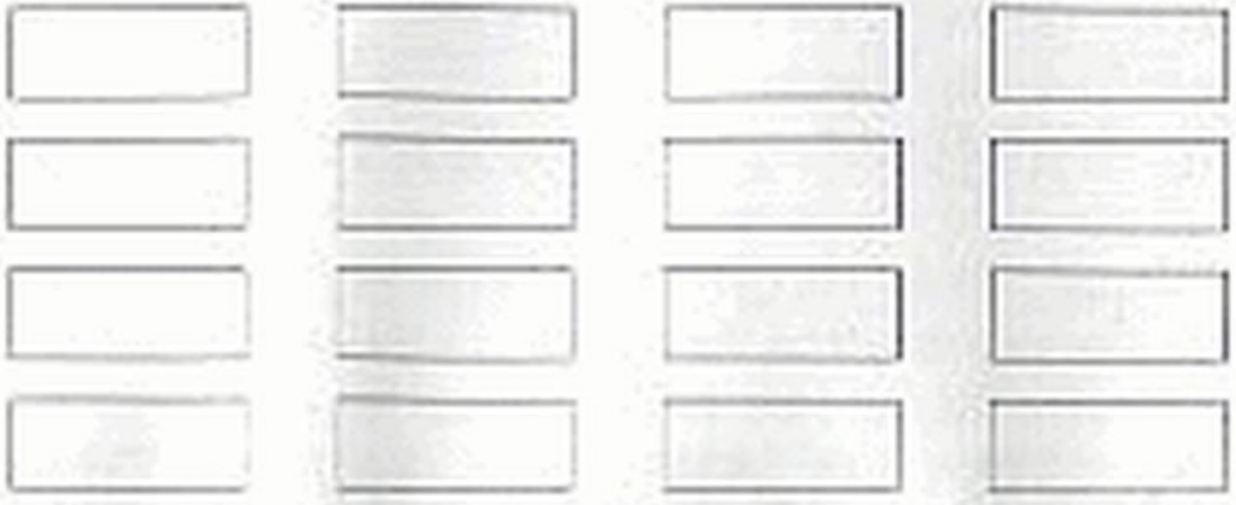
LEVEL CODES

Once you have completed the first and second levels, enter the color codes here for easy reference.

LEVEL TWO PASS CODE



LEVEL TWO PASS CODE



COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

LIMITED WARRANTY

Electro Brain Corp., Inc. warrants to the original purchaser of this Electro Brain Corp. software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Electro Brain Corp. software program is sold "as is," without express or implied warranty of any kind, and Electro Brain Corp. is not liable for any losses or damages of any kind resulting from use of this program.

Electro Brain Corp. agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Electro Brain software product, postage paid, with proof of date of purchase, at its Factory Service Center.
To receive this warranty:

1. **DO NOT return your defective Game Pak to the retailer.**
2. **Notify the Electro Brain Corp. Factory Service Center at 573 East 300 South, Salt Lake City, Utah 84102 (801-531-1867). When you write to us, please provide us with your phone number and a brief explanation of what appears to be wrong.**

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Electro Brain Corp. software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ELECTRO BRAIN CORP. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL ELECTRO BRAIN CORP. BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS ELECTRO BRAIN CORP. SOFTWARE PRODUCT.
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